JOURNEY TO THE MOON - LEVEL 3

The first time someone walked on the Moon was 1969. The journey there had required careful and thorough planning, as space travel is not risk-free. Now it's your turn to plan your journey from Earth to the Moon!

In this task you are going to code a game where your rocket will travel between Earth and the Moon. Before you start coding, you should create a game board that determines what your journey will be like.

Below, you can see a coordinate system that isn't quite finished. You first task is to continue putting the scale on the x and y axes. If you look at the coordinate system, you will see that someone has already started marking out some numbers along the lines. Fill in the missing numbers so the coordinate system is finished.

Finished adding numbers to the axes?
Good work! Now you are going to place the Earth and Moon in the coordinate system and read their coordinates.
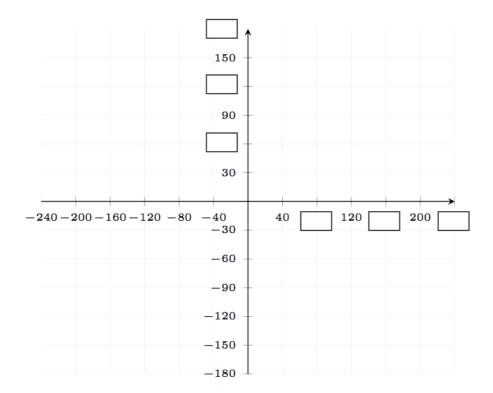
Remember!
- The Earth and the Moon are a long way apart in real life, about 384,400 km! So remember that they should not be close together on your game board.
- When you have placed the Earth and Moon in the coordinate system, read and write down their coordinates. Are you unsure about how to read coordinates? Ask a friend or your teacher!

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KNÄCKER
RYMDKODEN

Write the coordinates for the Earth and Moon on your game board:	**Earth** x _____ y _____
	Moon x _____ y _____

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